ABSTRACT OF THE DISCLOSURE

A graphic card (130) renders a virtual space image on a memory (122) according to the position and orientation of a video camera (140) using data indicating the state of a virtual space, 3DCG data loaded from an HDD (123) onto the memory (122), and data indicating the position and orientation of the video camera (140). A real space image captured by the video camera (140) is then acquired. The graphic card (130) superimposes the acquired real space image on the virtual space image rendered on the memory (122) to generate a mixed reality space image on the memory (122), and then outputs the mixed reality space image to a monitor (150). Upon depression of a shutter (160), the mixed reality space image rendered on the memory (122) at that time is output to a printer (170), which prints the mixed reality space image on a print medium such as a paper sheet, OHP film, or the like.